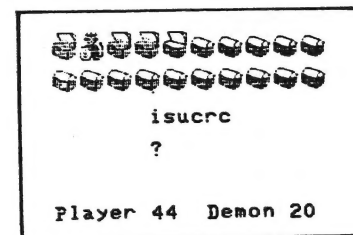


If you can't guess the word, type '*' (shift :).
The unscrambled word will replace the
scrambled word.

When you are ready to continue, press
<RETURN>.
The scrambled word will reappear.
Type your word and continue as before.

(Of course, asking for help means an empty
chest, and Demon takes all the gold.)

A GAME IN PROGRESS



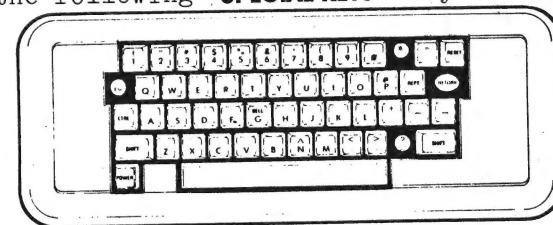
The player has already seen the list of twenty
words for this game.

Remember, this list of words is presented in
random order. That means, it will probably
be in a different order each time.
The scrambling of each word is also random.
It also will probably be different each time.

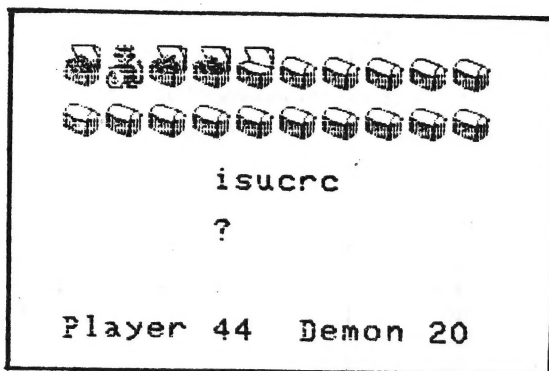
A game starts with closed treasure chests across
the top of the screen, one chest for each word in
the list. As each Spell (word) is played, the
closed chest for that Spell will be replaced by an
open chest (full or empty) or the Spelling Demon.

During the game you may type any letter, hyphen,
space, apostrophe (shift 7), and period to spell
the word.

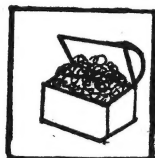
Also, the following **SPECIAL KEYS** may be used:



- * (shift :) ...to see unscrambled word.
(Press <return> to restore scrambled
word and continue game.)
- <ESC>to quit the game or
choose different spells.
- <RETURN>at the end of each word.
- ? (shift /) ...to see the instructions again.



In the game above, you see twenty treasure chests ... one for each word in the list. You see:



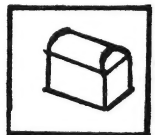
First, third and fourth chests open and filled with treasure. This means the first, third and fourth words were spelled correctly without help, on the first try.



Second chest replaced by the Demon. This means the second word was spelled without help, but in more than one try.



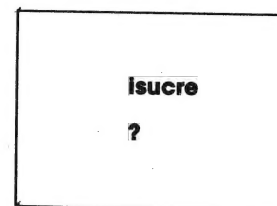
Fifth chest open and empty. This means the fifth word was spelled with help. (Player pressed '*' to see the unscrambled word.)



The remaining chests closed. This means these words have not yet been played.

HOW YOU PLAY... An Example

First you will see a scrambled word.



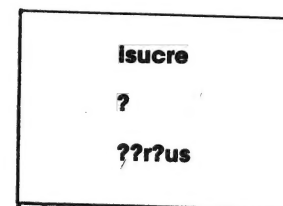
When you see the question mark appear below the scrambled word, guess the word, type it, and press <RETURN>.

You MUST type as many letters as are in the scrambled word. If you do not, Merlapple will wait for another letter. (When you press <RETURN>, nothing will happen.)

If you spelled the word correctly, the chest for that word will pop open and reveal the treasure.

If you spelled the word incorrectly, you will see a clue below the scrambled word.

For example, in the figure below, the scrambled word is 'isucrc' and the correct word is 'circus'. The first guess was 'scuris'.



The question marks are the clue. They indicate the letters that were wrong.

[illegible]

SELECT AN OPTION

```

      OPTIONS
1  ENTER A NEW LIST OF WORDS
2  DELETE AN OLD LIST OF WORDS
3  VIEW A LIST OF WORDS
4  SEE LIST OF FILE NAMES
5  COPY LIST ON PRINTER
6  QUIT
TYPE IN THE NUMBER OF YOUR CHOICE

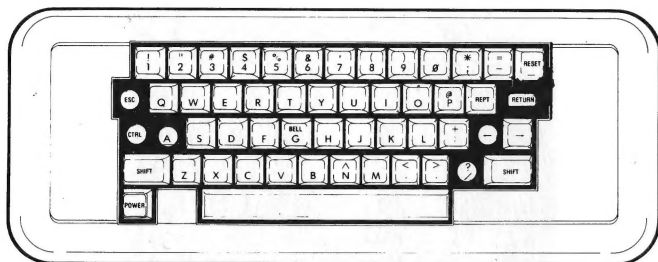
```

ENTER YOUR OWN LIST

To enter your own words for a friend here is what you need to know.

- You may enter as many as twenty words.
- Words may be two to fifteen letters long.
- You may use letters, apostrophe (shift 7), and hyphen.
- You will need to know how to use the special keys on the Apple keyboard (see below).
- You will get a last look at the list. This is the time to invite a friend to try your words.

THE KEYBOARD



- To **capitalize** a letter
Use **<CTRL>** with letter **A** first. (1)
Then type the letter.
- To **erase**
Use **left arrow** key (←). (2)
- To **end a word**
Press **<RETURN>**. (3)
- To **end a list** of words
Press **<return>** **twice** after the last word.
You will be asked if this is your last word.
Type Y for 'yes' or N for 'no' if you have
changed your mind.
- To see the **instructions** again
Type **'?'** (shift /). (4)
- To **quit**, or choose different spells
Use the **<ESC>** key. (5)

SCORING SCHEME

Score two points for each letter in a word.



CHEST OF GOLD

You get **ALL** the points if you spell the word on your first try.



DEMON




You **SPLIT POINTS EQUALLY** with the Demon if you spell the word correctly in more than one try, but without help.



EMPTY CHEST

You get **NO POINTS**, (Demon gets all), if you ask to see the unscrambled word (type '*').

This chart shows how three sample words might be scored.

<u>WORD</u>	<u># LETTERS</u>	<u>RIGHT THE FIRST TIME</u> 		<u>CORRECT WITH NO HELP</u> 		<u>CORRECT WITH HELP</u> 	
		<u>YOU</u>	<u>DEMON</u>	<u>YOU</u>	<u>DEMON</u>	<u>YOU</u>	<u>DEMON</u>
MAGIC	5	10	0	5	5	0	10
CASTLE	6	12	0	6	6	0	12
CRABAPPLE	9	18	0	9	9	0	18

Your total score will determine your reward at the end of your adventure.

Saving The List

The program automatically saves your list.

You will need to supply a NAME for the list.
Names may be up to 15 letters long.

You will have an opportunity to see the
current list of names before you enter the
name for your new list.

NOTE: If you enter a name which is already in
use, the old list will be replaced and lost!
The Spells Writer program will warn you if
this is about to happen so you may change
the name.

If you **CHANGE YOUR MIND** while entering a list,
save the list with a name like 'GARBAGE'; then use
option 2 to delete it.

If you change your mind after choosing option #1,
but before you have entered any letters, you can
leave the option. As soon as you have finished
reading the instructions and the number 1 appears
for the first word, just press <RETURN> and you
will be returned to the program Menu.

After your list has been saved on the diskette you
will be returned to the Options Menu in Spells
Writer.

THE GAME OF MAGIC SPELLS



HOW TO PLAY ... The Wizard Speaks!

"I will show you some scrambled spells, one at
a time.

Your job is to unscramble each spell by
typing it correctly, and pressing <RETURN>.

You win a chest of gold for each spell you
unscramble. If you goof, the Spelling Demon
gets some of your gold.

If you can't guess the spell type an asterisk
(*) and I will unscramble it until you press
a key. (Of course it will cost you ...)

Use the left-arrow key (<--) to erase. To
make a capital letter, first press the <CTRL>
and 'A' key together. Then type the letter.
Use the <ESC> key to quit and type '?' to
see the instructions again.

You get ONLY ONE LOOK at the unscrambled
spells when the game begins."

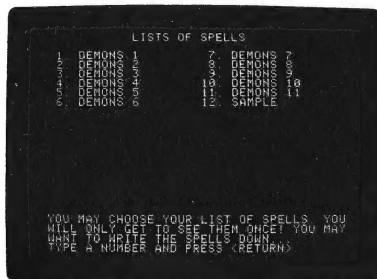


There are two options in the game.
 Option #1, choosing the Wizard's lists, lets you select a list of words from the Wizard's Book of Spells.
 Option #2 allows you to enter your own words.

If you are a first time player, the Wizard suggests you use one of the Wizard's lists, option #1.

WIZARD'S SPELLS

CHOOSING A LIST ... the Wizard's Spells



To choose a list of words for your game type a number and press <RETURN>.

If you are a first time player, choose #12, **"SAMPLE"** as your list of words.

SAMPLE is a short list that includes examples of the kinds of options that may be found in the words; for example, capital letters, hyphens, periods and apostrophes.

WARNING from Merlapple, the Wizard!

- Options 1 and 2 are powerful but dangerous.
- Proceed with caution.
- Follow directions carefully!

OPTION 1: ENTER A NEW LIST

When you type #1 in the Options Menu you are choosing to create a new word list that will be saved and available whenever you play the game unless you delete it at a later time.

(PLEASE NOTE: If you have put a write protect tab over the notch at the edge of the diskette, remove it before using this option.)

These are the **INSTRUCTIONS** FOR OPTION #1.

Entering the List

- You may enter from one to twenty words.
- No word may be longer than 15 letters.
- You may enter letters, apostrophes, periods, or hyphens. Space is OK, except at the beginning or end of a word.
- Use left arrow to fix errors in a word.
- To capitalize a letter, type <CTRL> and 'A' first, then the letter. The capitalized letter will appear in inverse (ie, black letter on a white square).
- At the end of each word press <RETURN>. At the end of the last word in the list press <RETURN> twice. If you have less than 20 words entered you will be asked if that was the last word. If you want to continue entering words, answer 'N' and continue. Otherwise answer 'Y'.
- When all entries are complete you will have an opportunity to go back and change (but not delete) words.

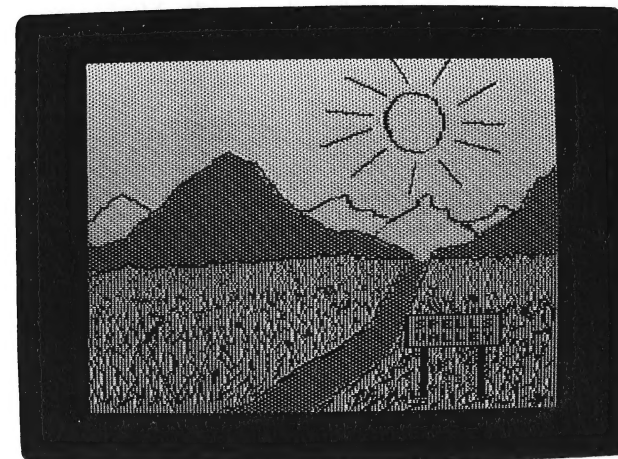
OPTIONS 3 AND 4: VIEW A LIST

These options are self-explanatory.
They display existing files.
They do not create or delete files.

OPTION 5: PRINT A WORD LIST

Lists of words may be sent to a printer such as the Silentyte. Other printers actuated by a command of the form 'PR#s', where 's' is the slot number of the printer controller card, may also be used.

If there should be a PRINTER FAILURE while using this option,...TURN OFF THE COMPUTER...and REBOOT the diskette.



Welcome to the Kingdom of Magic Spells.
Merlapple, the Wizard of Spells, will be your guide as you venture into the Castle of Spells in search of treasure.

There are many chests of gold and precious jewels hidden throughout the castle. Each one may be opened if you know the right Spell! Merlapple will let you see the Spells only once, at the beginning of the adventure. He suggests you write them down ...

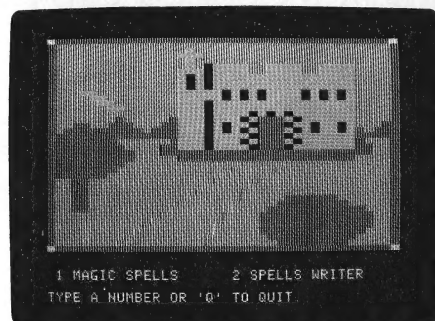
A word of warning ... you are not alone in the Castle of Spells. The Spelling Demon will be close behind, waiting to take some of your treasure should you fail to give the correct Spell.

Now ... on to your adventure in the Kingdom of Spells!

HOW TO BEGIN

First, "boot" the diskette. (See your DOS manual, pages 6 and 11 for help.) It takes a few seconds for the program to load, so please be patient if the screen stays blank for a bit.

Soon you will see your first view of Spells Valley, with trail leading to the Kingdom of Spells. When the Kingdom of Spells appears, choose one of the options below.



Option 1 is the Game of Magic Spells.

Option 2 is the Spells Writer editor, used to create new word lists.

Q (Quit) is the option if you are finished using the diskette.

If this is your first visit to the Kingdom of Spells, Merlapple (the Wizard of Spells) suggests that you play the game using the Wizard's spells labeled "Sample".

Merlapple suggests that you wait to use Spells Writer until you are familiar with the game. Then you may use it to add new lists to the diskette, delete present lists, or print lists.

OPTION 2: DELETE AN EXISTING LIST

REMINDER: Be careful.

When you delete a list it will be lost unless you have saved it on a back-up diskette.

Save grief. Make a back-up diskette where you save all lists. (See page 19)

When you select #2 on the Options Menu, you will be shown the lists of files currently on the diskette.

You will be asked to select the one you wish to delete.

Type the number of this list, and press <return>. You will be shown the list of file names again, with a blank space replacing the file you have chosen to delete.

WHAT IF YOU GOOFED and entered the wrong number?

No problem! Up to this point, no files have actually been deleted. They have been erased from the display, but not deleted from the diskette. Type "E" (for Exit) instead of <RETURN> and you will be returned to the Options Menu with all files intact.

When you have completed selecting all the files you wish to delete, press <RETURN> and these files will be deleted from the diskette. The LOG file will automatically be updated, and you will be returned to the Options Menu.

WARNING: Do not open the disk drive door or remove the diskette while using this option!!! Also, if a write protect tab is on the diskette, it should be removed before this option is used.

Put the Magic Spells diskette in disk drive #1.
 Close the disk drive door.
 Put the destination diskette in drive #2.
 (Destination diskette is any other initialized
 diskette.)
 Close the disk drive door.

(You will transfer the file LOG first, and then
 you will transfer all files with the suffix ".MS";
 i.e. all lists of words.)

YOU SEE

FILENAME?

INSERT DISKETTES. PRESS
 <ESC> TO RETURN TO MAIN
 MENU OR ANY OTHER KEY
 TO BEGIN.

(When LOG has been copied you will be returned to
 the FID menu.)



FILENAME?

=.MS <RETURN>

('=.MS' tells FID you want to copy ALL files that
 have '.MS' in their names).

DO YOU WANT PROMPTING?

N <RETURN>

When done you will be returned to the FID menu.

Type 9 <RETURN> to quit FID.

YOU TYPE

LOG <RETURN>

<RETURN>

1 <RETURN>

OVERVIEW

MAGIC SPELLS

RUNS ON:

- An Apple II Plus with 48K bytes RAM
- An Apple II with 48K bytes RAM and an
APPLESOFT BASIC Firmware Card
- An Apple II with the Apple Language System
or RAMCard

WITH:

- An Apple Disk II with Controller
- A video monitor or television
(color recommended).

USED TO:

- Develop spelling skills for ages four to
adult
- Develop visual-mental agility
(unscramble words)

FEATURES:

- Game ... with castles, wizards, demons
and treasure
- Word lists for elementary grades
- List-creating capability
- Large letters; upper and lower case
- Color graphics
- On/off music option

DESCRIPTION:

This diskette includes

- Magic Spells, a game
- Spells Writer, a word list editor
- Eleven 20-word lists of spelling 'demons'
for elementary grades.

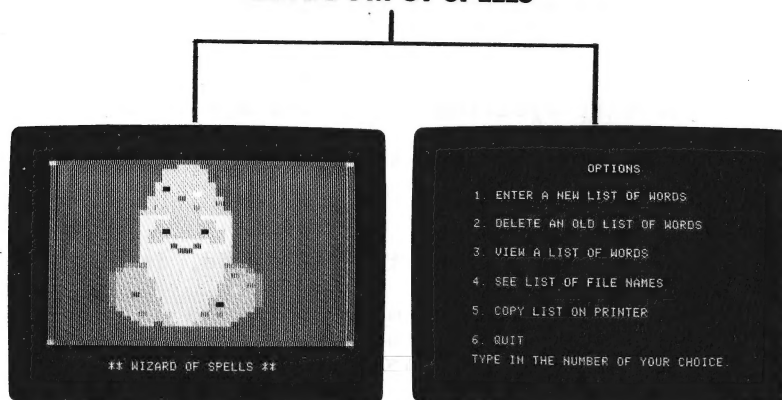
In the Kingdom of Magic Spells the Wizard guards
lists of words.

Win points against the Demon by unscrambling the
words from the Wizard's lists, or from your own
list.

Use Spells Writer to create your own word lists.

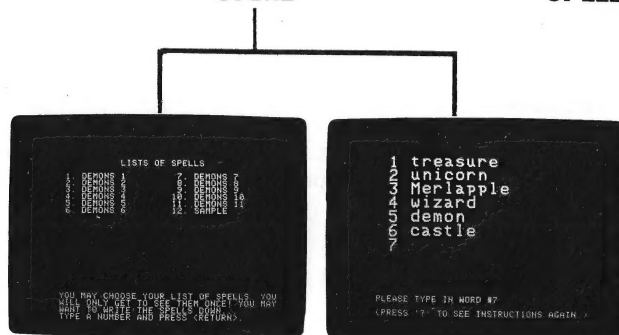


KINGDOM OF SPELLS



GAME

SPELLS WRITER



WIZARD'S SPELLS

ENTER YOUR OWN WORDS

MORE OPTIONS

MAKE BACK-UP COPIES

• You will need

- 3.3 System Master diskette
- Magic Spells diskette
- INITIALIZED blank diskette (see DOS manual page 13.)

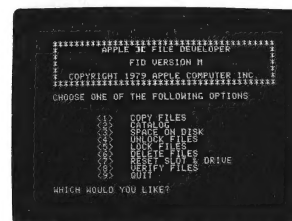
You will be copying a file called LOG and all word list files.

First load the 3.3 System Master diskette. (See DOS manual, pages 6 and 11).

Then run the program called FID by typing "BRUN FID". (Refer to DOS manual pages 184 - 189). When the FID menu appears on the screen, remove the System Master Diskette.

YOU SEE

YOU TYPE



1 <RETURN>

SOURCE SLOT?
DRIVE?

6 <RETURN>
1 <RETURN>

DESTINATION SLOT?
DRIVE?

6 <RETURN>
2 <RETURN> if
you have two
disk drives
or 1 <RETURN> if
you have one
drive.

[The following directions assume two disk drives. If you have one drive, FID will tell you when to remove the source diskette (Magic Spells) and insert the destination diskette (blank, initialized diskette). Use the filenames below.]

MAKE WORD LIST DISKETTES

In some settings it may be desirable to have separate diskettes of spelling lists for different people.

For example, in a school, teacher A may want certain lists of words for her class while teacher B may want different lists for his class.

This is easy to do using the procedure for making back-up copies.

Such customized word list diskettes may be used, in place of the original diskette, by people playing the game. (See below.)

To make word list diskettes

1. Make a back-up copy of the original word list and Log file. (See page 19 for details).
2. Add your own customized lists to the original diskette.

First delete any files you will not want on your word list diskette using Option 2 in SPELLS WRITER.

Then create a new list (or lists) of words using Option 1 in SPELLS WRITER.

3. Make a back-up copy of your new list(s). Follow the procedure for making back-up copies (see page 19).

Give SPELLS WRITER to the next list maker.

All subsequent list makers start at #2 above.

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REPLACE BACK-UP COPIES

To replace back-up copies of lists of words onto the original diskette:

- 1 Remove any spelling lists that remain on the Magic Spells diskette.
(This is done to make room on the diskette for files to be replaced).

To remove old spelling lists and the file LOG from the Magic Spells diskette, use the program FID on the 3.3 System Master Diskette.

When the FID menu appears, choose option 6 (delete files).

When the prompt "Filename ?" appears, type LOG.

After LOG has been deleted and you return to the FID menu, type 6 again.

This time use ".MS" for the filename.

Now all word lists will be removed from the diskette.

- 2 Use FID to transfer the files on your back-up diskette to the Magic Spells diskette, proceeding as outlined on page 19 above.

Now, however, the back-up diskette goes in drive #1, since it is the source diskette, while the Magic Spells diskette goes in drive #2, since it is the destination diskette.

CAUTION: Always remove both the file LOG and the files ending in ".MS" whenever you make a back-up diskette or replace files from the back-up diskette. The LOG file contains a list of the other files on the diskette, and if it is not transferred together with the files listed in it, errors will occur.

Share Spells ...

- Teachers A, B and C create and save their own lists of words, as outlined above.
- Student of teacher A loads MAGIC SPELLS diskette and inserts teacher A's customized list diskette when CASTLE OF SPELLS picture appears.
- Student types '1' for WIZARD'S SPELLS and goes on with the game.

Student passes MAGIC SPELLS diskette to student of teacher B.
- When ready to play, student of teacher B loads MAGIC SPELLS diskette and inserts teacher B's list diskette when CASTLE OF SPELLS picture appears ... and continues as above ... passing MAGIC SPELLS to student of teacher C, and so on.

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USE WORD LIST DISKETTES

To use word list diskettes

1. Load MAGIC SPELLS.
Select game (1) in Kingdom of Spells
2. Proceed to CASTLE OF SPELLS!!!

When you see this picture



3. Remove MAGIC SPELLS diskette from drive.
4. Insert diskette containing customized lists and LOG file in disk drive.
5. Type '1' for WIZARD'S SPELLS and follow directions.
6. Proceed as before.
If you type <ESC> to quit, you will be prompted to insert the MAGIC SPELLS diskette to continue.

The MAGIC SPELLS diskette, though emptied of the original word lists, retains the SPELLS WRITER editor, the game program that scrambles words, and the lists of words left by the last person to use Spells Writer.

MAGIC SPELLS

Programmer/Designer: Leslie M. Grimm
Graphics Artist: Corinne Grimm, Age 10
Manual: Teri H. Perl

Advanced Learning Technology, Inc.
4370 Alpine Road
Portola Valley, CA 94025

APPENDIX: THE WIZARD'S LISTS

These word lists were derived from several lists of most commonly misspelled words in the elementary grades.

DEMONS 1 their too there they then until our asked off through mother another threw some bought getting going course woman animals	DEMONS 5 swimming first were than two know decided friend when let's sometimes friends children babies an school jumped around dropped money	DEMONS 9 ache busy chose cough ghost hoarse hour loose lose none seems sugar tear tired country doesn't hoping losing omit quiet
DEMONS 2 you're clothes looked people pretty running believe little things him its started that's would again heard received coming to said	DEMONS 6 any been coming could dear just many much read write wrote accept business disappointed grammar library necessary principal similar usually	DEMONS 10 already bridge captain chief cents circus desert either fasten favorite fourth fruit government healthy knife young though Wednesday whether answer
DEMONS 3 because thought and beautiful it's went where stopped very morning wanted hear from frightened for February once like they're cousin	DEMONS 7 blue buy can't color does done don't early enough half piece ready shoes since sure tonight wear which week won't	DEMONS 11 beginning truly finally having minute peculiar realize separate trouble built who's forty description whose immediately pleasant meant instead criticize Tuesday
DEMONS 4 something named come name tried here many knew with together all right happened didn't always surprise before caught every different interesting	DEMONS 8 break easy laid laugh often raise says straight whole writing across choose doctor guess literature occurred probably therefore weather among	SAMPLE Merlapple's mixed-up Magic Spells make marvelous minds.